**WHAT IS CLAIMED IS:**

1. An image processing apparatus that displays on a display an image in which an operating object appearing in a virtual three-dimensional space is seen from a predetermined viewpoint location, comprising:

an operating means operated by a player;

a selecting means for selecting the operating object appearing in said virtual three-dimensional space, out of a plurality of the operating objects different in size, based on an operation of said operating means;

a viewpoint-location setting means for setting the viewpoint location in correspondence with said operating object selected by said selecting means; and

an image displaying means for displaying a three-dimensional image including said operating object based on said viewpoint location set by said viewpoint-location setting means.

2. An image processing apparatus according to claim 1, further comprising:

a viewpoint-location-data storing means for storing each viewpoint location data correlated with each of said plurality of the operating objects; wherein

said viewpoint-location setting means reads out from said viewpoint-location-data storing means said viewpoint location data corresponding to said operating object selected by said selecting means so as to set said viewpoint location.

3. An image processing apparatus according to claim 2, wherein

each of said viewpoint location data is set in such a manner as to be displayed as the operating object approximately the same in size even if any one of the operating objects is selected by said selecting means.

4. An image processing apparatus according to claim 2 or 3, wherein

said viewpoint location data includes distance data from a point-of-regard,

said viewpoint-location setting means reads out said distance data corresponding to said operating object selected by said selecting means so as to set said viewpoint location.

5. An image processing apparatus according to any one of claims 2 to 4, wherein said viewpoint location data includes angle data or height data from the point-of-regard,

said viewpoint-location setting means reads out said angle data or said height data corresponding to said operating object selected by said selecting means so as to set said viewpoint location.

6. A storing medium that stores an image processing program to be executed by an image processing apparatus that is provided with an operating means operated by a player, and displays on a display an image in which an operating object appearing in a virtual three-dimensional space is seen from a predetermined viewpoint location, said image processing program allows a computer of said image processing apparatus to execute following step of:

a selecting step for selecting the operating object appearing in said virtual three-dimensional space, out of a plurality of the operating objects different in size, based on an operation of said operating means;

a viewpoint-location setting step for setting the viewpoint location in correspondence with said operating object selected by said selecting step; and

an image displaying step for displaying a three-dimensional image including said operating object selected by said selecting step based on said viewpoint location set by said viewpoint-location setting step.

7. A storing medium that stores an image processing program according to claim 6, said image processing apparatus further comprises a viewpoint-location-data storing

means for storing each viewpoint location data correlated with each of said plurality of the operating objects; wherein said viewpoint-location setting step reads out from said viewpoint-location-data storing means said viewpoint location data corresponding to said operating object selected by said selecting step so as to set said viewpoint location.

8. A storing medium that stores an image processing program according to claim 7, wherein

each of said viewpoint location data is set in such a manner as to be displayed as the operating object approximately the same in size even if any one of the operating objects is selected by said selecting step.

9. A storing medium that stores an image processing program according to claim 7 or 8, wherein

said viewpoint location data includes distance data from a point-of-regard,

said viewpoint-location setting step reads out said distance data corresponding to said operating object selected by said selecting step so as to set said viewpoint location.

10. A storing medium that stores an image processing program according to any one of claims 7 to 9, wherein

said viewpoint location data includes angle data or height data from the point-of-regard,

said viewpoint-location setting step reads out said angle data or said height data corresponding to said operating object selected by said selecting step so as to set said viewpoint location.